

FACE-OFF

INSTRUCTION MANUAL FOR AMIGA & ATARI ST



ENGLISH

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FACE OFF - ENGLISH INSTRUCTIONS

IMPORTANT

No More Games

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of Face Off becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

**Any fool can copy software...
It takes a little more intelligence not to**

Virus

All Face Off disks are guaranteed to be in working order and virus free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the **disks only** to **Krisalis Software Ltd**. Krisalis always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to prevent subsequent virus infection. Always leave the disks **write-protected** and switch off your computer for at least 30 seconds before loading the game. Additionally, it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus-killers. Any disks which have become damaged in these ways will be replaced at a cost of £3.00. Return the **disks only**, enclosing a SAE.



WARNING

It is a criminal offence to sell, hire, offer or expose for sale, or hire or otherwise distribute infringing (illegal) copies of this computer program and persons found doing so will be prosecuted.

Any information of piracy should be passed to The Federation Against Software Theft, 071-240-6756.

CREDITS

Programming

Nigel Little

Graphics

Philip Hackney

Music

Matt Furniss

LOADING

Insert game disk in drive, make sure the disk is write-protected, switch on the computer. When the title screen appears press your joystick fire button or, alternatively, either of your mouse buttons. Next you must select the language you desire by typing in the appropriate number; for English you would type "1", for French "2", and so on. The game will now load.

On loading, a credits screen shall be displayed. Before going any further you must select the pointer control; either mouse (Key 1) or joystick (Key 2). This does not refer to the arcade section which is joystick only. Once you have done this you will be presented with the main menu.

THE MAIN MENU

The main menu will be displayed showing the following icons:-

Top Left:	Arcade Section only
Top Middle:	Load a previously saved Tournament
Top Right:	Management Section only
Bottom:	Management and Arcade

ARCADE ONLY

The following icons will be shown:-

1. BOTTOM LEFT: QUIT

This simply returns you to the main menu

2. LEFT: SOUND ON/OFF

This turns off the background music and, if you change your mind, turns it back on.

3. TOP MIDDLE: ICEMARKS ON/OFF

This icon can only be found on Amiga versions and simply turns the icemarks on or off. If the icemarks are turned on there will be a slight delay between each period to allow for the ice to be cleaned.

4. BOTTOM MIDDLE: REFEREE ON/OFF

Fans of the sport will know that a game can quickly get out of hand resulting in numerous fouls and, consequently, many stoppages. This icon allows you to turn the referee off, thus enabling you to be as lowdown and dirty as you want, without being punished for your crimes!

5. RIGHT: SKILL LEVEL

Select your skill level (5 is the hardest) by clicking on this icon.

6. BOTTOM RIGHT: PLAY GAME

On clicking on this icon a window will appear; asking whether you want to have a one or two player game. If you wish to have a one player game against the computer click on the icon displaying a "1". If, however, you wish to play against a friend click on the icon displaying a "2".

Selecting either of these will result in team one's name being displayed. There is a default name but this can be erased using the "backspace" key. Then simply type in the name of your team. Once you are happy with the name press the "enter" key. The name of team two will now be shown and can be changed in the same manner as before. Once you are happy with the name press "enter". You will now see which side your team will play from, together with the joystick you should use. By default player one uses the joystick in port two. This can be changed, however, by moving the joystick up or down.

When you are happy with this press your fire button to play the game. To play the game you will need to know the following:-

i) Shooting

A quick press of the fire button whilst in possession of the puck will result in a shot.

ii) Passing

Holding fire whilst in possession of the puck results in a pass in the general direction of your nearest team-mate.

iii) Cross-Checking

Pressing fire without possession of the puck enables you to cross-check an opponent, temporarily knocking him over and thus keeping him out of the action. Be warned, however, a fight may break out when performing such an action. You may also find yourself in the sin-bin. Should the referee be turned off, this is something you should be able to use to great effect.

iv) Face Offs

At the beginning of each period and whenever there is a stoppage, two players from opposing sides shall contest for the puck. To win this press fire when "Go" appears as quick as possible. Do not press fire before "Go" appears, you will simply lose.

v) Fighting

A fight picture, which tells you which players are directly involved, shall appear. Press fire button to return to the action.

vi) Pause Mode

Simply press the "P" key. To resume play press "P" again.

vii) End of Period

At the end of each period a zamboni will be shown, together with the current score. To resume play press the fire button.

viii) Substitutions

Unlike many sports, ice hockey substitutions can be executed during play; you do not have to wait for a stoppage. To carry out a substitution press "F1". You will now see a list of the players on the ice, together with those on the bench and any offenders in the sin-bin.

Decide which player you want to take off (select from those under the heading, "players on the ice"). Move your joystick up and down until the player you want to replace is high-lighted in the yellow bar. Press your fire button. A little icon will now appear beside his name. He has now been selected to come off. If you decide against replacing him simply press your button again. In the same way choose the player you want to put on (select from those under the heading, "substitutes"). Once you've selected the respective players press "F1" to resume play.

You cannot substitute your goalkeeper nor any player in the sin-bin.

ix) End of Match

At the end of the game press fire to return to the main menu.

x) Tackling

To tackle an opponent simply run over the puck or the player in possession. Success depends on the individual player's tackling ability. Remember: shooting, tackling, passing and speed vary from player to player. Try to see which players are the weakest and substitute them.

7. CENTRE: REPLAYS ON/OFF

This enables you to have action replays (Amiga owners require at least 1 Meg). These occur every time a goal is scored. To stop viewing the replay simply press fire. You will then return to the action.

MANAGEMENT ONLY

The screen will display four managers dressed in suits and two icons:

Left: Quit/Erase last manager chosen

Right: Continue onto next screen (you must first choose a country to represent).

The four managers represent the number of players taking part (as many as four can do so). No matter how many players are taking part always select the number one manager first, number two second and so on.

When you click on a manager you will be presented with a map of the world, from which you must select the country you wish to represent:

1. THE WORLD MAP

Click on one of the flags displayed on the map. When you do this, the name and picture of your manager shall be shown together with three icons:

i) Left: Change Name

Click on this to change your manager's name. Simply type in the new name and press "enter".

ii) Centre: Cancel Choice

This cancels your choice and enables you to click on a different flag.

iii) Right: Confirm Choice

This will result in your chosen country appearing above one of the four managers (whichever had been clicked on). He has now been selected. If you wish to change the selected country again, simply click on the manager it is positioned above.

Once you have chosen the country you wish to represent (and anyone else taking part has), click on the continue icon. This will take you to the management main menu.

2. THE MANAGEMENT MAIN MENU

The following icons will be shown:

i) Bottom Left: Quit Game

Sends you back to the main menu.

ii) Left: Set Preferences

The following icons shall be displayed:

Bottom Left:	Go to the previous screen
Left:	Sound On/Off (as in Arcade only)
Right:	Skill level (as in Arcade only)

iii) Top: Select Match

If you click on this, a window showing all the fixtures will appear. All fixtures involving human players are high-lighted, simply click on the one involving your team. You will then go to the team training menu. If you don't wish to select a match close the window using the box in the top left hand corner.

iv) Bottom: Disk Operations

The icons shown are from left to right:

Format, Save, Read Directory, Kill File.

v) Right: Team Statistics

This allows you to view all the group tables by clicking on the “+” and “-” icons. You can also view all the other teams’ statistics by clicking on the bar chart icon in the top right hand corner of the window. Again, use the “+” and “-” icons to go through all the teams. You will also notice a “marker” icon which leaves marks on a team’s statistics, enabling you to compare their skills with those of your own team. When you have finished viewing the statistics click on the box in the top left hand corner.

3. TEAM TRAINING MENU

The following icons will be shown:

i) Left: Players Night Out

The icons in the window, from left to right are:

Rock Concert, Dinner, Night Club.

Only one of these can be selected before each game so a good choice is important. Remember: you only get what you pay for!

ii) Bottom Left: Doctor

The icons are on the far right of the picture. These are, from top to bottom:

Doctor’s Bag, Treat Player

Go to Next Player (an alternative to directly clicking on a player’s name)

Go Back to Team Training Menu

To treat an injured player you must first click on the doctor's bag icon. The injured player will be high-lighted in green so click on his name. To treat him click on the "tick" icon.

iii) Top: Train Players

Your players' skill levels will be displayed using a bar chart. These show, from left to right:

Speed, Toughness, Shot Power, Tackling Ability, Aim

It is vital you train your players regularly if you want to progress through the competition. To train your players you use the icons on the far right of the screen. These are from top to bottom:

Weights, Skating, Shooting, Confirm Training Method (a tick)
Go To Next Player, Go Back To Team Training Menu

To train a player click on his name, and then click on the activity you wish to train him in (weights, skating or shooting). When you've done this confirm your choice by clicking on the "confirm training method" icon. When you have trained the desired players go back to the team training menu.

iv) Bottom Right: Team Selection

Your players' skills will again be shown to help you pick the best. The icons, on the far right of the screen, are from top to bottom:

Team Statistics,
Go to Next Position (an alternative to directly clicking on a position),
Go to Next Player, Go Back to Team Training Menu

To pick a player, go to his name by clicking on it. Next choose the position you want to play him in by clicking on the diagram in the top left hand corner. When you've done this click on the "confirm position of player" icon. The player will now play in the desired position.

If you click on the team statistics icon you will be shown your team's overall rating, from left to right;

Goalkeeping Ability, Strength in Attack, Strength in Defence.

By looking at your team's statistics you can see if your selection has improved the overall ability of your team. Also shown are your team's morale, injuries and money.

v) Right: Tactics

The following icons will be displayed, from left to right;

Midfield, Defence, Attack, Dirty.

Playing dirty will improve your team's chances but it has a major disadvantage.

vi) Bottom Right: Play Game

When you click on this icon the match will automatically take place. When it has finished click on the bottom right "Continue" icon. You will now go back to the management main menu ready to play the next game.

4. QUALIFYING

If you progress to the next stage of the competition you will receive a bonus amount of money. This continues right up to the final.

MANAGEMENT/ARCADE SECTION

This is a combination of the two practice modes. Thus, having familiarised yourself with these you should have no problem. There is, however, a difference on the management main menu. It has an extra icon. This is a stop watch which you can use to change the length of periods; from two up to the full twenty minutes.

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